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GAMEPLAY QUESTIONS?

9.00 am - 4.00 pm.
(United Kingdom) Call us on (0633) 274778
(New Zealand) Call us on (649) 415-9916
(Australia) Call us on (02) 684-2211

AVETE DELLE DOMANDE SUL GIOCO?

Telefonateci al 02/82. 40. 108
dalle 9.00 alle 16.00

MB

Printed in Japan

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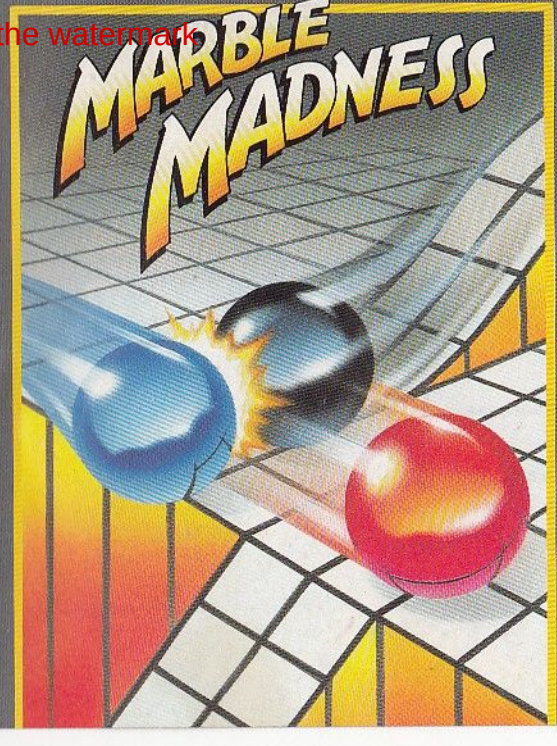

INSTRUCTION MANUAL

NES-MV-USA

MARBLE MADNESS

Original Nintendo Seal of Quality ™

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™

1 or 2 Players

Thank you for selecting the Nintendo Entertainment System Marble Madness Game Pak! For full enjoyment, please read this manual carefully.

MB GAMES

This game is Licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM™

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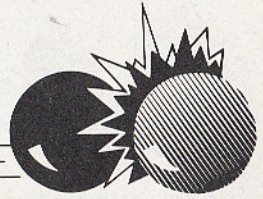
SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high-precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak into its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

SETUP

1. Make sure the power switch is OFF.
2. Insert the Marble Madness Game Pak as described in your Nintendo Entertainment System manual.
3. Turn the power switch ON.

Marble Madness is an adaptation of the hit US arcade and video game. In some instances, there may be a minor flicker when a player "dies", but this will not affect player control or gameplay.



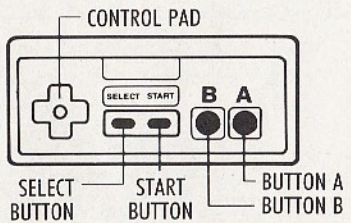
USING THE CONTROLLER

The illustration below names the controller parts you'll be using as you play.

To turbocharge—Press BUTTON A.

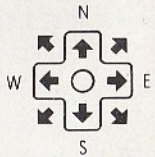
To make a selection—Press the SELECT BUTTON.

To pause—Press the START BUTTON. To restart, press START BUTTON again.

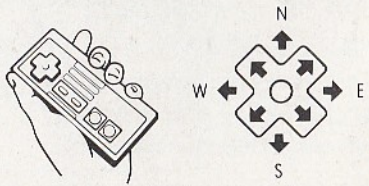


CONTROLLER OPTIONS

Horizontal Hold (90°): Hold the controller in the conventional way and press the control pad to move the marble in the directions shown on the right.



Diagonal Hold (45°): Hold the controller at an angle and press the control pad to move the marble in the directions shown below.



HOW TO PLAY

OBJECT

To move your marble to the Goal Line on six raceways (Levels 1 through 6) without running out of time.

In a 2-player game, to beat your opponent to each Goal Line to score the most points.

SIGNING ON

Press the SELECT BUTTON to choose 1 Player or 2 Players. Then press START. To sign on, press the control pad RIGHT, LEFT, UP or DOWN to select the letters in your name. Press BUTTON A for each letter. To erase a letter, select RUB and press BUTTON A. Select END after entering your name.

PLAYER 1
ENTER YOUR NAME.

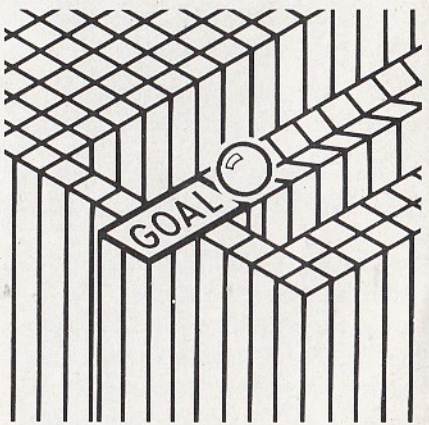
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z RUB END

— — — — — —

On the next screen, press the control pad UP or DOWN to choose Horizontal Hold (90°) or Diagonal Hold (45°). (See CONTROLLER OPTIONS on page 4.) Then press BUTTON A. Repeat the sign-on sequence for a 2-player game.

MOVING THROUGH THE MAZE

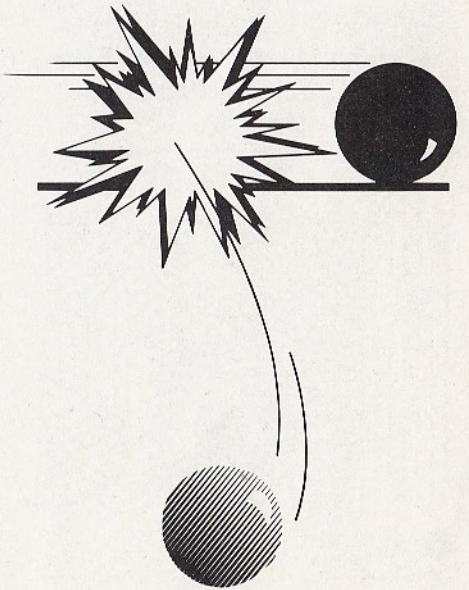
On each raceway, you must try to move your marble through a 3-D maze toward the Goal Line. At first, you'll have to search for the Goal Lines. Once you know where they are, you'll be able to get there faster!



LEVEL 1 GOAL LINE

LOSING YOUR MARBLE

Your marble will disappear whenever it falls off the raceway or gets captured by certain enemies. When you lose a marble, you must wait for it to reappear before you can continue. You have an unlimited number of marbles—but losing marbles slows you down!



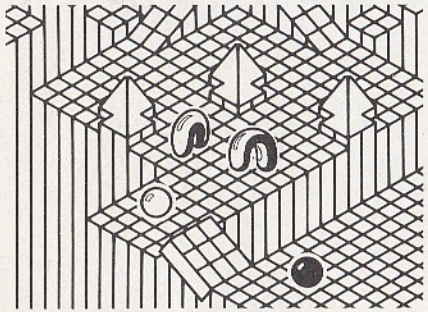
TURBOCHARGING

Press BUTTON A at any time to give your marble an extra burst of speed. Turbocharging can shave seconds off your time. It can *also* help you escape enemies and traps!

ENEMIES AND TRAPS

Deadly enemies and traps await you on every raceway! Be careful, or you'll lose your marble! See the illustration below for some examples.

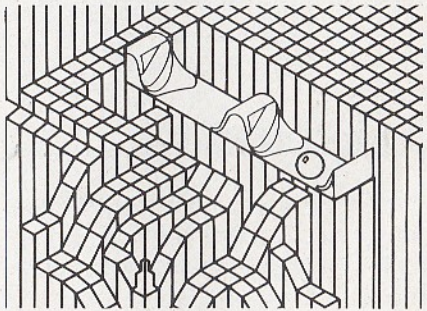
Marble Munchers. Avoid them, or you'll lose a marble!



A Steelie. Avoid it—or knock it off the raceway for bonus points!

SHORTCUTS

Be on the lookout for quicker ways to the Goal Line. For example, if you can catch the wave on Level 3 (The Intermediate Race), you'll reach the Goal Line faster!



Riding the wave is a challenge . . . and a time-saver!

BONUS SECONDS

After Level 1, any seconds left over from the previous level are added to your time on the next level. You also get a Time Bonus for each left over second!

BONUS POINTS

You'll get bonus points for finding short-cuts and battling certain enemies. Your bonus points will flash on the screen when you earn them. For example: on Level 1, press Button A to jump across to a tic-tac-toe grid for bonus points! Do a little exploring to find out where you can earn bonus points.

THE HIGH ROLLERS SCREEN

For the duration of play, your name and score will appear on the High Rollers screen if your score is high enough. You don't have to reach the Final (6th) Goal Line to be a High Roller—you just have to score a lot of points trying to get there!

90-DAY LIMITED GUARANTEE
Nintendo Entertainment System GAME PAKS

MB warrants to the original consumer purchaser that the Nintendo Game Pak (not including Game Pak accessories or Robot accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect discovered by this warranty occurs during this 90 day limited warranty period, MB will replace the defective Pak free of charge, save only handling charges.

To receive this warranty service, return the Pak to:

UNITED KINGDOM
Milton Bradley Ltd., Caswell Way, Newport, Gwent NP9 0YH.

AUSTRALIA
MB Australia Pty. Ltd., Unit 6, Prudential Ind. Est., Brodie St., Rydalmere, N.S.W. 2116.

NEW ZEALAND
MB New Zealand Ltd., Private Bag, Glenfield, Albany Highway, Auckland 10.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.